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S5	6982	virtual adj reality	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	ON	2004/11/28 20:12
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S9	34	S8 and S1	US-PGPUB; USPAT; EPO; JPO; IBM_TDB	OR	ON	2004/11/28 20:52
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**1 Interactive exploration of distributed 3D databases over the Internet**  
*Rossignac, J.;*

 Computer Graphics International, 1998. Proceedings , 22-26 June 1998  
 Pages:324 - 335

[\[Abstract\]](#)   [\[PDF Full-Text \(72 KB\)\]](#)   **IEEE CNF**
**2 3D echocardiography using a 3D positioner [ECG R-wave triggering]**  
*Oshiro, O.; Nambu, M.; Chihara, K.;*

 Engineering in Medicine and Biology Society, 1998. Proceedings of the 20th Annual International Conference of the IEEE , Volume: 2 , 29 Oct.-1 Nov. 1998  
 Pages:783 - 784 vol.2

[\[Abstract\]](#)   [\[PDF Full-Text \(436 KB\)\]](#)   **IEEE CNF**
**3 Made-to-measure technologies for an online clothing store**
*Cordier, F.; Hyewon Seo; Magnenat-Thalmann, N.;*  
 Computer Graphics and Applications, IEEE , Volume: 23 , Issue: 1 , Jan.-Feb.

Pages:38 - 48

[\[Abstract\]](#)   [\[PDF Full-Text \(1557 KB\)\]](#)   **IEEE JNL**
**4 Design review of complex mechanical systems using advanced virtual reality tools**
*Stragapede, C.;*  
 Industrial Electronics, 1997. ISIE '97., Proceedings of the IEEE International Symposium on , Volume: 1 , 7-11 July 1997  
 Pages:SS223 - SS227 vol.1

[\[Abstract\]](#)   [\[PDF Full-Text \(500 KB\)\]](#)   IEEE CNF

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**5 Absolute head pose estimation from overhead wide-angle cameras**  
*Tian, Y.-L.; Brown, L.; Connell, C.; Sharat Pankanti; Arun Hampapur; Senior, Bolle, R.;*

Analysis and Modeling of Faces and Gestures, 2003. AMFG 2003. IEEE Interna Workshop on , 17 Oct. 2003

Pages:92 - 99

[\[Abstract\]](#)   [\[PDF Full-Text \(657 KB\)\]](#)   IEEE CNF

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**6 Agent-driven online business in virtual communities**

*Kraft, A.; Pitsch, S.; Vetter, M.;*

System Sciences, 2000. Proceedings of the 33rd Annual Hawaii International Conference on , 4-7 Jan. 2000

Pages:10 pp. vol.2

[\[Abstract\]](#)   [\[PDF Full-Text \(492 KB\)\]](#)   IEEE CNF

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**7 Periscopic stereo for virtual world creation**

*Chan, S.W.; Clark, A.F.;*

Image Processing and Its Applications, 1997., Sixth International Conference on , Volume: 1 , 14-17 July 1997

Pages:419 - 422 vol.1

[\[Abstract\]](#)   [\[PDF Full-Text \(476 KB\)\]](#)   IEE CNF

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### 1 [Current technological impediments to business-to-consumer electronic commerce](#)

Gregory Rose, Huoy Khoo, Detmar W. Straub

June 1999 **Communications of the AIS**Full text available: pdf(479.36 KB) Additional Information: [full citation](#), [references](#), [citations](#)

### 2 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on C research**

Full text available: pdf(4.21 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process diagrams are often used to obtain a better understanding of the execution of the application. The we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams complex and do not provide the user with the desired overview of the application. In our experience display repeated occurrences of non-trivial commun ...

### 3 [Information retrieval on the web](#)

Mei Kobayashi, Koichi Takeda

June 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 2

Full text available: pdf(213.89 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index te](#)

In this paper we review studies of the growth of the Internet and technologies that are useful for search and retrieval on the Web. We present data on the Internet from several different sources, as well as projected number of users, hosts, and Web sites. Although numerical figures vary, overall the sources are consistent and point to exponential growth in the past and in the coming decade. surprising that about 85% of Internet user ...


**Keywords:** Internet, World Wide Web, clustering, indexing, information retrieval, knowledge man engine

### 4 [Maniplicons in ThinkerToy](#)

Steven H. Gutfreund

December 1987 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented program**

**languages and applications**, Volume 22 Issue 12

Full text available:  pdf(1.29 MB)



Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

ThinkerToy is a graphical environment for modeling decision support problems. It provides a table problems as landscape planning, service scheduling, and statistical analysis can be modeled and a Normally, complex mathematical and statistical modeling techniques are needed to perform mean ThinkerToy uses graphical icons with concrete physical properties to replace mathematical relation properties. The key construct in this methodology is the ...

**5 Information cities: Open frameworks for information cities**

Donald Ferguson, Jakka Sairamesh, Stuart Feldman

February 2004 **Communications of the ACM**, Volume 47 Issue 2

Full text available:  pdf(102.44 KB)  html  
(24.43 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Helping mimic full-scale urban environments, this middleware promises to help build a vast ecosystem commerce, collaboration, and social computing, along with access to real-world municipal regulation

**6 Stigma and the sensorial experience of objects: People are doing it for themselves**

David Weightman, Deana McDonagh

June 2003 **Proceedings of the 2003 international conference on Designing pleasurable product interfaces**

Full text available:  pdf(3.54 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


To date, the objective of creating pleasurable products has concentrated on designers articulating user needs as part of the product creation process. This paper explores approaches to enable user modify, specify or create products to match their needs directly. Using the potential of new technology consumers can now become product creators, paralleling developments in graphics, music and digital production. Empowered users, self-builders, recreational ...

**Keywords:** customisation, democratisation of design, supra-functional needs, user participation

**7 Information visualization using 3D interactive animation**

George G. Robertson, Stuart K. Card, Jack D. Mackinlay

April 1993 **Communications of the ACM**, Volume 36 Issue 4

Full text available:  pdf(7.01 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**8 Computing curricula 2001**

September 2001 **Journal on Educational Resources in Computing (JERIC)**

Full text available:  pdf(613.63 KB)  html  
(2.78 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)







**9 Virtual reality on five dollars a day**

Randy Pausch

March 1991 **Proceedings of the SIGCHI conference on Human factors in computing systems: through technology**

Full text available:  pdf(949.39 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

- 10 Integrating segmentation and paging protection for safe, efficient and transparent software e  
Tzi-cker Chiueh, Ganesh Venkitachalam, Prashant Pradhan  
December 1999 **ACM SIGOPS Operating Systems Review , Proceedings of the seventeenth AC**  
**on Operating systems principles**, Volume 33 Issue 5  
Full text available:  pdf(1.54 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index te](#)  
The trend towards extensible software architectures and component-based software development efficient, and easy-to-use extension mechanisms to enforce protection boundaries among software residing in the same address space. This paper describes the design, implementation, and evaluation of an intra-address space protection mechanism called *Palladium*, which exploits the segmentation and paging in the Intel X86 architecture and efficiently supports safe ...
- 11 Applications: Building a massively multiplayer game for the million: Disney's Toontown Online  
Mark R. Mine, Joe Shochet, Roger Hughston  
October 2003 **Computers in Entertainment (CIE)**, Volume 1 Issue 1  
Full text available:  pdf(2.37 MB) Additional Information: [full citation](#), [abstract](#), [index terms](#)  
This paper presents an overview of the lessons learned building Disney's Toontown Online, a 3D multiplayer online game (MMP) for children ages seven and older. The paper is divided into three parts. The first presents design highlights of Toontown Online and focuses on the challenge of building an MMP. In particular, we discuss ways of incorporating kid-friendly socialization into an MMP. The second part presents an overview of Panda-3D, the VR Studio's open ...  
**Keywords:** 3D, Internet, computer graphics, multiplayer games, online games
- 12 Communication through virtual active objects overlaid onto the real world  
Hiroyuki Tarumi, Ken Morishita, Yusuke Ito, Yahiko Kambayashi  
September 2000 **Proceedings of the third international conference on Collaborative virtual en**  
Full text available:  pdf(1.46 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)  
**Keywords:** CVE architecture, augmented reality, autonomous agents, community computing, mobile overlaid virtual systems, virtual pets
- 13 Information in space: explorations in media and architecture  
Dick Rijken  
May 1999 **interactions**, Volume 6 Issue 3  
Full text available:  pdf(869.75 KB)  html(53.75 KB) Additional Information: [full citation](#), [references](#), [index terms](#)
- 14 SIGGRAPH'91 Workshop Report Integrating Computer Graphics, Computer Vision, and Image  
in Scientific Applications  
Ingrid Carlbom, Indranil Chakravarty, William M. Hsu  
January 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 1  
Full text available:  pdf(1.28 MB) Additional Information: [full citation](#), [citations](#), [index terms](#)
- 15 Medical applications of virtual reality  
Russ Zajtchuk, Richard M. Satava



September 1997 **Communications of the ACM**, Volume 40 Issue 9

Full text available:  pdf(603.34 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

16 Walking away from the desktop computer: distributed collaboration and mobility in a product

Victoria Bellotti, Sara Bly

November 1996 **Proceedings of the 1996 ACM conference on Computer supported cooperativ**

Full text available:  pdf(1.85 MB)


Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** awareness, communication, distributed collaboration, field study, mobility

17 The RADIANCE lighting simulation and rendering system

Gregory J. Ward

July 1994 **Proceedings of the 21st annual conference on Computer graphics and interacti**

Full text available:  pdf(2.36 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index te](#)

This paper describes a physically-based rendering system tailored to the demands of lighting design architecture. The simulation uses a light-backwards ray-tracing method with extensions to efficient rendering equation under most conditions. This includes specular, diffuse and directional-diffuse reflection transmission in any combination to any level in any environment, including complicated, curved geometry. The simulation blends deterministic and stochastic ray-tracing.

**Keywords:** Monte Carlo, lighting simulation, physically-based rendering, radiosity, ray-tracing

18 Some computer science issues in ubiquitous computing

Mark Weiser

July 1993 **Communications of the ACM**, Volume 36 Issue 7

Full text available:  pdf(4.36 MB)



Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

**Keywords:** ubiquitous computing

19 Digital city Kyoto

Toru Ishida

July 2002 **Communications of the ACM**, Volume 45 Issue 7

Full text available:  pdf(451.73 KB)  [html\(26.38 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

20 Put your best face forward: anthropomorphic agents, e-commerce consumers, and the law

Carey E. Heckman, Jacob O. Wobbrock

June 2000 **Proceedings of the fourth international conference on Autonomous agents**

Full text available:  pdf(897.54 KB)

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### 1 [Extending to multidimensional interfaces: Observing and adapting user behavior in navigational 3D interfaces](#)

Augusto Celentano, Fabio Pittarello

May 2004 **Proceedings of the working conference on Advanced visual interfaces**Full text available: [pdf\(253.47 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In a navigation-oriented interaction paradigm, such as desktop, mixed and augmented virtual reality, recognizing the user needs is a valuable improvement, provided that the system is able to correctly anticipate the user actions. Methodologies for adapting both navigation and content allow the user to interact with a customized version of the 3D world, lessening the cognitive load needed for accomplishing tasks such as finding places and objects, and acting on virtual devices. This work discusses ...

### 2 [Interaction: Adaptive interaction in Web3D virtual worlds](#)

Augusto Celentano, Michele Nodari

April 2004 **Proceedings of the ninth international conference on 3D Web technology**Full text available: [pdf\(395.75 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

In recent years a number of techniques have been studied for augmenting the ease of use of 3D worlds: methodologies for adapting both navigation and content allow a user to interact with a customized 3D world; adaptable navigation paradigms offer parallel modalities for different classes of users. In both cases the goal is to reduce the cognitive load needed for interaction. This work focuses on interaction adaptivity, trying to anticipate the user behaviors by monitoring their interaction pattern ...

**Keywords:** 3D worlds, VRML, adaptivity, agents, interaction

### 3 [VRCommerce — electronic commerce in virtual reality](#)

Yosi Mass, Amir Herzberg

November 1999 **Proceedings of the 1st ACM conference on Electronic commerce**Full text available: [pdf\(233.51 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
**Keywords:** VR, e-commerce

#### 4 Dynamic generation of personalized VRML content: a general approach and its application to 3D e-commerce



Luca Chittaro, Roberto Ranon

February 2002 **Proceeding of the seventh international conference on 3D Web technology**

Full text available:  pdf(525.06 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The capability of (semi)automatically adapting the content, structure, and/or presentation of a Web site to address the interests and preferences of each individual user is more and more considered as a key factor to increase user satisfaction and building customer loyalty. However, while a large body of literature is available about making traditional Web sites adaptive, it is surprising that no research effort has been yet devoted to the problem of adapting Web3D content and presentation. This ...

**Keywords:** VRML, adaptive interfaces, e-commerce, web architectures

#### 5 The virtual storyteller



Mariët Theune, Sander Faas, Anton Nijholt, Dirk Heylen

August 2002 **ACM SIGGROUP Bulletin**, Volume 23 Issue 2

Full text available:  pdf(249.23 KB) Additional Information: [full citation](#), [references](#)

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### 1 [blue-c: a spatially immersive display and 3D video portal for telepresence](#)

Markus Gross, Stephan Würmlin, Martin Naef, Edouard Lamboray, Christian Spagno, Andreas Kunz, Esther Koller-Meier, Tomas Svoboda, Luc Van Gool, Silke Lang, Kai Strehlke, Andrew Vande Moere, Oliver Staadt

 July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Full text available: pdf(31.68 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#)

We present *blue-c*, a new immersive projection and 3D video acquisition environment for virtual design and collaboration. It combines simultaneous acquisition of multiple live video streams with advanced 3D projection technology in a CAVE™-like environment, creating the impression of total immersion. The blue-c portal currently consists of three rectangular projection screens that are built from glass panels containing liquid crystal layers. These screens can be switched from a white ...

**Keywords:** 3D Video, graphics hardware, real-time graphics, spatially immersive displays, virtual environments

### 2 [Systems: Avatar Markup Language](#)

Sumedha Kshirsagar, Nadia Magnenat-Thalmann, Anthony Guye-Vuillème, Daniel Thalmann, Kaveh Kamyab, Ebrahim Mamdani

 May 2002 **Proceedings of the workshop on Virtual environments 2002**

Full text available: pdf(290.52 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Synchronization of speech, facial expressions and body gestures is one of the most critical problems in realistic avatar animation in virtual environments. In this paper, we address this problem by proposing a new high-level animation language to describe avatar animation. The Avatar Markup Language (AML), based on XML, encapsulates the Text to Speech, Facial Animation and Body Animation in a unified manner with appropriate synchronization. We use low-level animation parameters, defined by the M ...

**Keywords:** agent controlled animation, animation language, avatar animation, virtual human animation

### 3 [Advances in software and hardware synthesis techniques for DSP applications: Efficient mapping of hierarchical trees on coarse-grain reconfigurable architectures](#)

F. Rivera, M. Sanchez-Elez, M. Fernandez, R. Hermida, N. Bagherzadeh

September 2004 **Proceedings of the 2nd IEEE/ACM/IFIP international conference on Hardware/software codesign and system synthesis**

Full text available:  pdf(316.12 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Reconfigurable architectures have become increasingly important in recent years. In this paper we present an approach to the problem of executing 3D graphics interactive applications onto these architectures. The hierarchical trees are usually implemented to reduce the data processed, thereby diminishing the execution time. We have developed a mapping scheme that parallelizes the tree execution onto a SIMD reconfigurable architecture. This mapping scheme considerably reduces the time penalty cau ...

**Keywords:** SIMD, computer graphics, hierarchical trees, multimedia, reconfigurable architectures

4 An immersive 3D video-conferencing system using shared virtual team user environments

Peter Kauff, Oliver Schreer

September 2002 **Proceedings of the 4th international conference on Collaborative virtual environments**

Full text available:  pdf(1.64 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Videoconferencing is going to become attractive for geo-graphically distributed team collaboration, specifically to avoid travelling and to increase flexibility. Against this background this paper presents a next generation system - a 3D videoconference providing immersive tele-presence and natural representation of all participants in a shared virtual meeting space to enhance quality of human-centred communication. This system is based on the principle of a shared virtual table environment, whi ...

**Keywords:** 3D video processing, MPEG-4 video coding, arbitrarily shaped video objects, disparity estimation, image based rendering, next generation video conference, presence research, shared virtual table environment, tele-cubicles, tele-immersion

5 SpaceFusion: a multi-server architecture for shared virtual environments

Hiroyasu Sugano, Koji Otani, Haruyasu Ueda, Shinichi Hiraiwa, Susumu Endo, Youji Kohda

February 1997 **Proceedings of the second symposium on Virtual reality modeling language**


Full text available:  pdf(1.04 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** VRML, client/server model, distributed shared virtual environment, scalability

6 VisFiles: Information visualization with Web3D: spatial visualization of human activity area and its condition

Akira Wakita, Fumio Matsumoto

August 2003 **ACM SIGGRAPH Computer Graphics**, Volume 37 Issue 3

Full text available:  pdf(1.86 MB) Additional Information: [full citation](#), [references](#)

7 Articles: CiVeDi: a customized virtual environment for database interaction

Pietro Mazzoleni, Elisa Bertino, Elena Ferrari, Stefano Valtolina

September 2004 **ACM SIGMOD Record**, Volume 33 Issue 3


Full text available:  pdf(110.80 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper presents CiVedi, a scalable system providing a flexible and customizable virtual environment for displaying multimedia contents. Using CiVedi, both the final users and the exhibition curators can personalize the content of the visit as well as the visit appearance and its duration. The proposed solution aims to be used transparently over different media objects either stored into a database or dynamically collected from online digital libraries.

#### 8 Building database applications of virtual reality with X-VRML

Krzysztof Walczak, Wojciech Cellary

February 2002 **Proceeding of the seventh international conference on 3D Web technology**

Full text available:  pdf(512.41 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A new method of building active database-driven virtual reality applications is presented. The term "active" is used to describe applications that allow server-side user interaction, dynamic composition of virtual scenes, access to on-line data, continuous visualization, and implementation of persistency. The use of the X-VRML language for building active applications of virtual reality is proposed. X-VRML is a high-level XML-based language that overcomes the main limitations of the current virtual ...

**Keywords:** Java, MPEG-4, VRML, Web3D, XML, databases, multimedia

#### 9 Session 6: MVIP-II: a protocol for enabling communication in collaborative virtual environments

John Robinson, Sarah Dumoulin, John Stewart

March 2003 **Proceeding of the eighth international conference on 3D Web technology**

Full text available:  pdf(1.63 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents the second edition of our multicast protocol designed to enable shared virtual worlds. This second release was undertaken to provide an interaction methodology with other participants of a shared virtual world. These virtual world participants can be either human-controlled, or algorithmically controlled content delivery avatars.

**Keywords:** IP Multicasting, Mbone, Virtual Reality Markup Language (VRML), autonomous avatars, distributed virtual environments, multiuser virtual reality

#### 10 Fast motion estimation for real-time shape-adaptive MPEG-4 encoding

Peter Kauff, Klaas Schüür

November 2000 **Proceedings of the 2000 ACM workshops on Multimedia**

Full text available:  pdf(380.99 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents a fast motion estimator which can be used for real-time MPEG-4 encoding of arbitrarily shaped video objects. The approach is based on an existing algorithm which has already been applied successfully to format conversion. To exploit it for shape-adaptive coding, the algorithm has been adapted to the special properties of the MPEG-4 standard. With this new tool it becomes possible to encode arbitrarily shaped video objects (CIF, 25 Hz) in real-time with a MPEG-4 software encoder ...

**Keywords:** MPEG-4, motion estimation, pixel-recursive matching, recursive block matching, shape-adaptive coding

**11 The object shop—using CD-ROM multimedia to introduce object concepts**

Mark Woodman, Robert Griffiths, Simon Holland, Andrew Law

March 1997 **ACM SIGCSE Bulletin , Proceedings of the twenty-eighth SIGCSE technical symposium on Computer science education**, Volume 29 Issue 1Full text available:  [pdf\(744.35 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes key features of a new multimedia CD-ROM pack produced by television makers in collaboration with computer science educators --- by the BBC for the Open University Computing Department. The pack, The Object Shop, forms an early component of an undergraduate course which introduces object-oriented computing and software development to students new to computing. Building on the results of empirical evaluation, The Object Shop has been designed to help students with no programmi ...

**12 Stigma and the sensorial experience of objects: People are doing it for themselves**

David Weightman, Deana McDonagh


June 2003 **Proceedings of the 2003 international conference on Designing pleasurable products and interfaces**Full text available:  [pdf\(3.54 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

To date, the objective of creating pleasurable products has concentrated on designers articulating and interpreting user needs as part of the product creation process. This paper explores approaches to enable users to adapt, modify, specify or create products to match their needs directly. Using the potential of new technologies, active consumers can now become product creators, paralleling developments in graphics, music and digital media production. Empowered users, self-builders, recreational ...

**Keywords:** customisation, democratisation of design, supra-functional needs, user participation

**13 Interactive, agent based, modeling and simulation of virtual manufacturing assemblies**

Yi Yan, S. Ramaswamy

April 1998 **Proceedings of the 36th annual Southeast regional conference**Full text available:  [pdf\(1.83 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

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